



Cleric 1

CLASS & LEVEL

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

Acolyte

BACKGROUND

STR  
**+2**  
14

**+2** PROFICIENCY  
BONUS

ARMOR  
CLASS  
(AC)

INITIATIVE

**15**

**-1**

**25 ft.**

SPEED

#### SAVING THROWS

+2 Strength Saves  
-1 Dexterity Saves  
+3 Constitution Saves  
+0 Intelligence Saves  
+4 Wisdom Saves \*  
+3 Charisma Saves \*  
\* Prof. bonus added

DEX  
**-1**  
8

CON  
**+3**  
16

INT  
**+0**  
10

WIS  
**+2**  
15

CHA  
**+1**  
12

ARMOR  
CLASS  
(AC)

INITIATIVE

**15**

**-1**

**25 ft.**

Armor Worn: scale mail, shield

HIT POINTS

**11**

HIT DICE

**1d8**

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+2 bludgeoning damage. (If used two-handed in melee, does 1d10+2 damage.)

**Light Crossbow.** *Ranged Weapon Attack:* +1 to hit. *Hit:* 1d8-1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

#### MAGIC, FEATS & SPECIAL ATTACKS

**Sacred Flame Cantrip.** *Ranged Spell Attack:* Targets creature within 60 feet that you can see. That creature makes a DC 12 Dexterity saving throw or takes 1d8 radiant damage. (No damage if made save.)

#### Acolyte Background [PHB p. 127]

- **Feature:** Shelter of the Faithful.
- **Traits:** Suffers infernal dreams. Terrible at romance.
- **Ideal:** Seal gate to a fiendish plane.
- **Bond:** Role model to the faithful.
- **Flaw:** Gives in to temptations.

#### PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, heavy armor, shields

**Weapons:** simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer

**Tools:** smith's tools

**Saving Throws:** Wisdom, Charisma

**Skills:** Insight, Medicine, Persuasion, Religion

**Languages:** Common, Dwarvish, Goblin, Celestial

#### RACE

#### Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 63 years old
- Medium Size (4' 9", 184 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Stonecunning (stonework lore)

#### CLASS

#### Cleric Class Features [PHB p. 57]

- Ritual Casting
- Wrath of the Storm (reaction +2d8 lightning or thunder damage, Dexterity save half damage, 2 uses betw. long rest)

#### SPELLS

#### Spellcasting [PHB p. 201]

Spell Attack Modifier +4  
Spell Save DC 12

**Cantrips Known:** *Guidance, Sacred Flame, Spare the Dying*

#### Prepared Spells

1st Level (2 slots): *Fog Cloud\**,  
*Thunderwave\**, *Cure Wounds*, *Command*,  
*Detect Magic*

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** scale mail (AC 14), shield (AC +2), warhammer, mace, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, vestments. (This load is about 112 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 11 gold pieces (gp); 40 silver pieces (sp); 3 copper pieces (cp); 3 gems (worth 10 gp each)